

1 **ABSTRACT**

2 A content player can detect pirated content by storing a list of highly
3 compressed content pieces that correspond to different pieces of content (e.g.,
4 audio content, video content, audio/video content, etc.). A piece of content to be
5 played back by the content player is compared to the highly compressed content
6 pieces stored at the content player. If the piece of content to be played back
7 matches one of the highly compressed content pieces, then appropriate responsive
8 action is taken. This responsive action can vary, and can include, for example,
9 checking for a valid license, giving the user the option to notify the publisher if he
10 or she has unknowingly acquired a pirated copy of the content, etc.
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